Firearms

The following is a list of new firearm weapons that can be added to your games at your DM's discretion. Firearms don't fit in all settings, and depending on the technology level in your setting, some or all of the weapons here may be limited in their availability. Alternatively, if blackpowder technology doesn't exist in your setting, they could be otherworldly items that can't be replicated, or their operation could be magical in nature.

Firearm Weapon Properties

Load (X)/Fire (Y). This weapon can be fired X times before it must be reloaded using Y Actions, or in place Y attacks that are part of the Attack action or an off-hand weapon attack while duel-wielding. The weapon can be reloaded early without losing any ammunition.

Rapid Fire. If you take the Attack action on your turn while holding this weapon, you can make one additional attack with it as part of the same action. If you do, all attacks you make before the end of your turn must be made with this weapon. All attack rolls made this way are made with disadvantage, you automatically miss any attacks made at long range, and you can't reload the weapon during this turn.

Spread. If you hit a creature with an attack roll using this weapon, you can make another attack roll with the weapon against a second creature within 5 feet of the first and within your weapon's range. On a hit, the second creature takes the weapon's damage, but you don't add your ability modifier to the damage unless that modifier is negative.

Accurate. Creatures proficient with this weapon gain a +1 bonus to attack rolls made with it.

Detonate. When you hit or miss with an attack using this weapon, the target and each creature within a 10-foot radius of a point centered on the target must succeed on a Dexterity saving throw or take 3d6 Piercing damage. If you roll a natural 1 on the attack roll, you and each creature within a 10-foot radius of a point centered on you must make the saving throw instead.

The saving throw DC equals 8 + your proficiency bonus + your Dexterity modifier.

Fire Glaive. This weapon can be used to make ranged attacks using its Ammunition property. Attacks made this way deal 2d6 Piercing damage plus 2d6 Fire damage.

Firearm Weapons

Blunderbuss

Martial Ranged Weapon (Firearm)

Damage: 3d6 Piercing
Properties: Ammunition, Heavy, Load (1)/Fire (1), (Range 45/90), Two-Handed, Spread
Cost: 60 gp
Weight: 7 lb.

Dragon (Hand Blunderbuss)

Martial Ranged Weapon (Firearm)

Damage: 2d4 Piercing
Properties: Properties: Ammunition, Load (1)/Fire (1), (Range 20/60), Spread
Cost: 60 gp
Weight: 4 lb.

Grenade Luncher
Martial Ranged Weapon (Firearm)

Damage: 1d8 Bludgoening
Properties: Ammunition, Detonate, Heavy, Load (2)/Fire (1), (Range 100/300), Two-Handed
Cost: 90 gp
Weight: 7 lb.

Long Rifle
Martial Ranged Weapon (Firearm)

Damage: 3d10 Piercing
Properties: Accurate, Ammunition, Heavy, Load (2)/Fire (1), (Range 200/600), Two-Handed
Cost: 125 gp
Weight: 10 lb.

Musket
Martial Ranged Weapon (Firearm)

Damage: 3d8 Piercing
Properties: Ammunition, Heavy, Load (1)/Fire (1), (Range 100/400), Two-Handed
Cost: 75 gp
Weight: 10 lb.

Pistol
Martial Ranged Weapon (Firearm)

Damage: 2d6 Piercing
Properties: Ammunition, Light, Load (1)/Fire (1), (Range 30/90)
Cost: 60 gp
Weight: 2 lb.

Repeater Pistol
Martial Ranged Weapon (Firearm)

Damage: 1d10 Piercing
Properties: Ammunition, Light, Load (3)/Fire (3), (Range 30/90), Rapid Fire
Cost: 120 gp
Weight: 4 lb.

Repeater Rifle
Martial Ranged Weapon (Firearm)

Damage: 2d6 Piercing
Properties: Ammunition, Heavy, Load (3)/Fire (6), (Range 100/400), Rapid Fire, Two-Handed
Cost: 200 gp
Weight: 20 lb.

Infernal Firearms

The following weapons are the result of infernal weaponsmiths using their dark craft to create firearms not commonly found in circulation throughout the world, even among civilizations with access to blackpowder weaponry. These weapons could be standard issue to elite soldiers from infernal armies, or they could be fiendish creations brought into the mortal realm.

Fel Musket
Martial Ranged Weapon (Firearm)

Damage: 3d10 Piercing
Properties: Ammunition, Heavy, Load (1)/Fire (1), (Range 60/300), Two-Handed
Cost: 100 gp
Weight: 18 lb.

Fire Glaive
Martial Melee Weapon (Firearm)

Damage: 1d8 Piercing
Properties: Ammunition, Heavy, Load (1)/Fire (1), (Range 100/400), Reach, Special, Two-Handed
Cost: 125 gp
Weight: 18 lb

Firearm Feats

Behemoth Obliterator

You are an expert at landing grenades exactly where they'll do the most damage, whether it's down a beast's gullet or into a construct's weak spot. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with all Firearms.
- Before you make a ranged attack against a Large or larger target using a Firearm with the Detonate property, you can choose to take a -5 penalty to the attack roll. If the attack hits, instead of the normal effects of the Detonate property, the target takes an additional 5d8 Fire damage.

Close-Quarters Gunner

Your rage allows you to bring doom with a wave of burning lead. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with all Firearms.
- When you make an attack with a Firearm that has the Two-Handed property, you can use your Strength modifier, instead of your Dexterity, for the attack and damage rolls. You may also add your rage damage bonus if you are raging.
- Once per turn, when you reload a Firearm with the Two-Handed property, you may also Shove a creature within 5 feet of you or make a melee attack with the opposite end of the weapon. The weapon deals Bludgeoning damage, and the weapon's damage die for this attack is a d4.

Firearms Art Credit

- Giff, D&D 5e - Wizards of the Coast
- Badlands - Filip Burburan, Wizards of the Coast
- Vengeance - Keith Parkinson, Wizards of the Coast
- DMG 5.5 Firearms & Explosives - Chris Seaman, Wizards of the Coast

Crowd Blaster

You've trained to devastate mobs of foes with firearms. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with all Firearms.
- If you hit a creature within 10 feet of you using a weapon with the Spread property, you can choose two additional targets within 10 feet of you. You may make a separate attack roll against each of those two creatures instead of just one. You can use this ability once per turn.

Quick Loader

You can reload firearms with lightning speed. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with all Firearms.
- You can use your Bonus Action to reload a Firearm as though you're reloading it in place of an attack.

Sniper

You've mastered the art of precision shots with firearms. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain proficiency with all Firearms.
- When you make your first attack on your turn with a firearm and you haven't moved during the turn, that attack deals an extra 1d6 damage on a hit and scores a critical hit on a roll of 17–20. If you do, your speed becomes 0 until the end of the current turn.

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- Document release

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